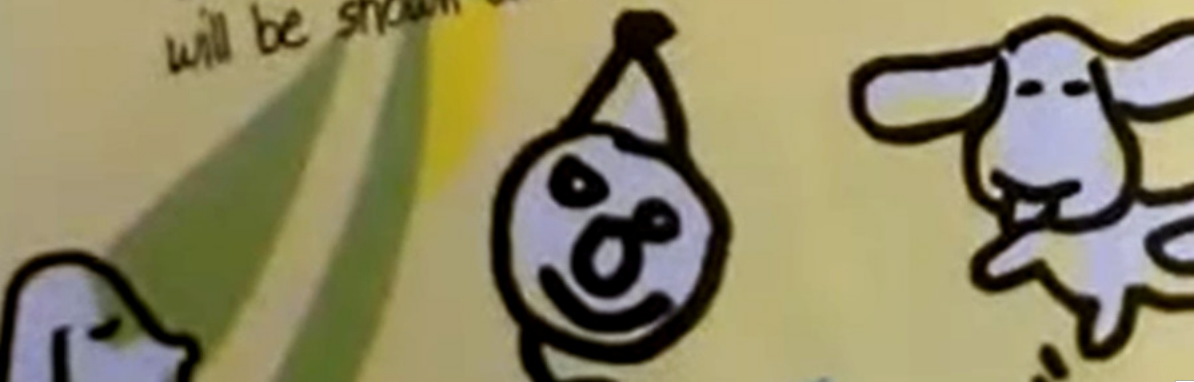
PETOGOTCHI
Pet Games
ペットごっち

Playing :

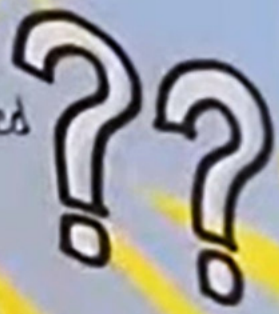
Play with the pet will increase happiness index which indicates the happiness of the pet.

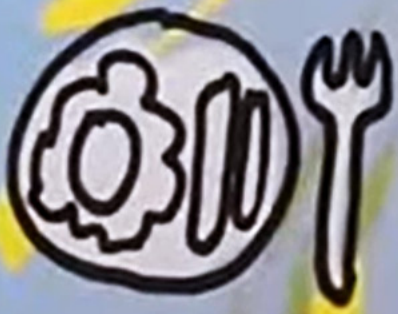
Direction game

Press B (LEFT) to guess the left direction.
Press C (RIGHT) to guess the right direction.
Press D (CANCEL/MODE) to exit the game playing
Guess the direction for 5 times and the result will be shown on screen.



Hint indicator :
This indicator is used to help player to find out what happened with the pet.





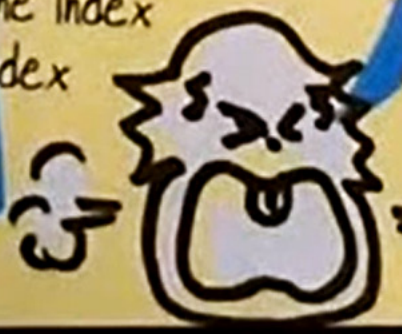
Feeding :
Press [LEFT] or [RIGHT] to select bone or rice for pet. Then press [ENTER] to confirm.

Sleeping :
Turn off the light when pet goes to sleep. Or else, he will not sleep well and easily gets sick.

Health index :
Select HEALTH icon to check condition of pet. In HEALTH care function, you can check the following :

Age & Weight
Happiness index
Hunger index
Discipline index

Discipline :
If the discipline index is zero, pet will become naughty and will refuse to play with you or will not eat even he feels hungry. If you should beat and educate the pet, discipline index will increase. If discipline index reaches the maximum, further beating may kill pet.



THE 8 ICONS

Medical treatment:
If pet is sick, the sick mark will appear on screen. Bring pet to see a doctor and he will recover. If pet is sick, he will not play with you.

Cleaning:
When you see the dump mark on screen, you should bring pet to toilet. Then the dumps will be removed.

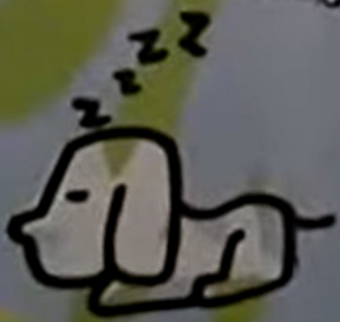
GAME OVER

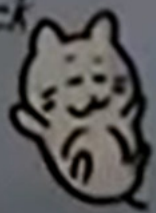
Pet may die if player does not treat him good enough, then game is over and a BEEP sound will be generated. Press RESET key at back of unit to start a new game.

CLOCK SETTING :

In the game, the time is displayed as follows :

Press B (LEFT) to increase HOUR
Press C (RIGHT) to increase MINUTE
Press and hold B (LEFT) for 1.5 seconds to autoadvance HOUR
Press and hold C (RIGHT) for 1.5 seconds to autoadvance MINUTE
Press A (ENTER) to exit and return to clock mode





KEY DESCRIPTION

LEFT	RIGHT	ENTER	CANCEL/MODE
B	C	A	D

Press [LEFT] or [RIGHT] key to select the 8 icons.
Press [ENTER] key after selection is made.
Press [MODE/CANCEL] key to go to CLOCK MODE or doggie keeping mode.

THE GAME

The aim of the game is to train player to be responsible towards the pet and treat the pet the best way they can. Player should try their very best to feed, clean and play etc., with the pet to ensure it grows up happily and healthily.

TO START THE GAME

Press the reset key and the game starts. A series of pictures will take place and a pet is brought home.